

[Simulation software]

Abstract of Disclosure

The present invention introduces a simulation software capable of displaying a human being comprising a plurality of limbs and each of said plurality of limbs comprises a first part and a second part and also capable of displaying one or more of wrinkles on or near the joint of said first part and the second part wherein said first part and said second part is connected, the angle produced by said first part and said second part is variable, and the more the value of said angle decreases the more the amount and/or the height of said wrinkles increases thereby enabling said simulation software to display the movement of said human being and the movement of said first and said second part in a realistic manner.

Figures